INSOMNIAC GAMES

PlayStation.

MARVEL

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MARVEL

SPIDER-MAN

THE ART OF THE GAME

MARVEL

SPIDER-MAN

THE ART OF THE GAME

TITANBOOKS

MARVEL'S SPIDER-MAN: THE ART OF THE GAME

Spider-Man created by Stan Lee and Steve Ditko
Foreword by Bryan Intihar

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GREAT POWER, BUT AN EVEN GREATER RESPONSIBILITY

"SO, WHAT DO YOU THINK ABOUT WORKING ON A GAME WITH SONY AND MARVEL?"

I vividly remember hearing that question. It was a late afternoon a few years back during the Fall and I had just swung by the office of Ted Price, Insomniac Games' founder and CEO. I was updating him on the progress of a game our studio was wrapping up. After we'd finished he quickly changed the subject – and my life. Without hesitation, I practically shouted, "Yes! And I'd love to lead the project."

As any superhero fan can probably imagine, being able to bring the friendly neighborhood Spider-Man to the PlayStation®4 system has been a dream come true, and that feeling resonates across our studio. Not only do so many of us connect with the character's charm, vulnerability and humor on a personal level, but he also fits the personality of Insomniac perfectly. We were meant to make this game.

Spider-Man is such an iconic character and he's beloved by so many people, which is why we have always felt an unbelievable responsibility to deliver a gaming experience that not just met but *exceeded* expectations. Early on, the stunning artwork by the talented artists that you'll see throughout this book helped provide us with the inspiration needed to deliver an unforgettable Spider-Man experience. I sit right next to our art director Jacinda Chew, and any time a new piece of concept art would come in, I would leap out of my chair to check it out. Seeing the artwork gave me feelings of wonder and excitement, which mirrors how I felt as a kid whenever I looked through the pages of a Spider-Man comic.

Personally, being the Creative Director on *Marvel's Spider-Man* has been the greatest moment of my professional career. But as you'll see throughout this book and when you play the game, everything we do is a team effort. And I couldn't have done my job without the unwavering support and passion of so many people at Sony Interactive Entertainment, Marvel Games and, of course, my Insomniac family.

Thank you for joining us on this all-new Spider-Man adventure and I hope you have as much fun playing it as we did making it.

Bryan Intihar, Creative Director at Insomniac Games

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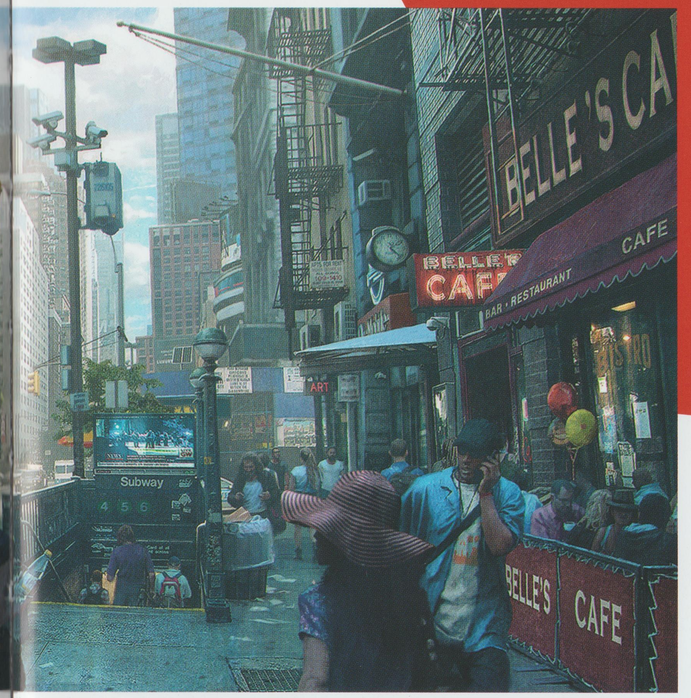

PART ONE: CITY OF HOPE

SPIDER-MAN

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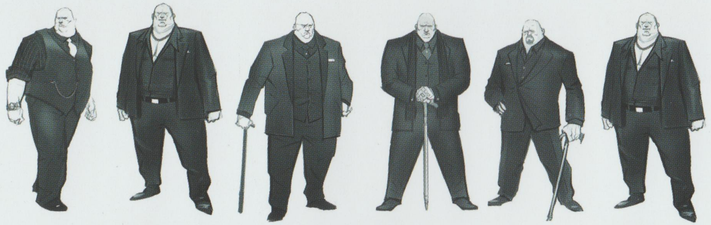
WILSON FISK: THE KINGPIN



FISK

OTTO OCTAVIUS

MARY JANE WATSON

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AUNT MAY

E
E
EMERGENCY
AID
SHELTER
Provide temporary shelter
Locate long-term housing

MARTIN LI

INNER DEMONS

SHOCKER

SIGNS AND ICONS

Just the Facts
With J. Jonah Jameson

LOAVES AND WISHES
BAKERY

BIG JOHN'S
WINE & SPIRITS

TOME RAIDER

The Daily Grind

EMPIRE STATE UNIVERSITY
NEW YORK
1865

AIM
ADVANCED IDEA MECHANICS

AL'S LIQUOR

FOSWELL OIL

Halal
MEATS-CHEESE

McManus
Irish Pub

SUSHI MURAKAMI

A
GLAZING

CHADS
MOONSHINE

COFFEE BEAN
SINCE 1962

FISH OUT OF WATER
SINCE 1976

Solid Gold
PAWN

FROSTED HALOS

GAMER PARADISE
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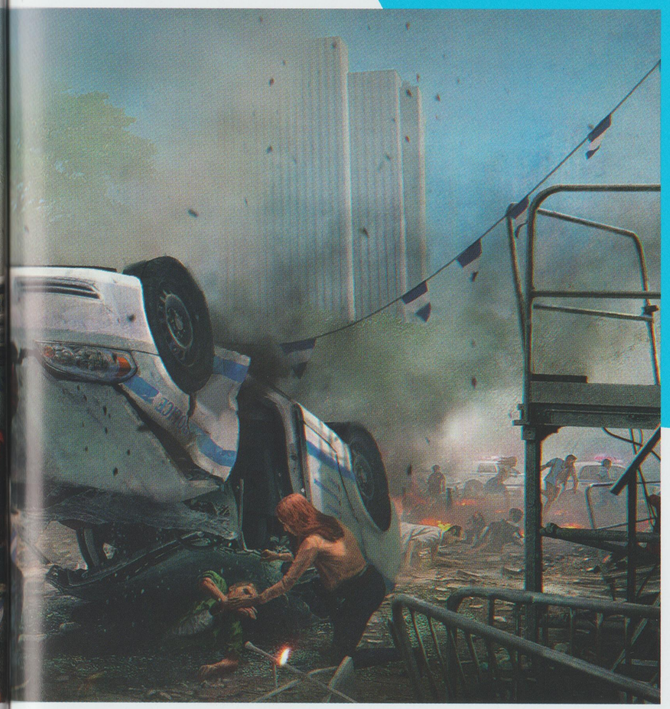
MS
Mrs. Sushi



PART TWO: CITY OF FEAR

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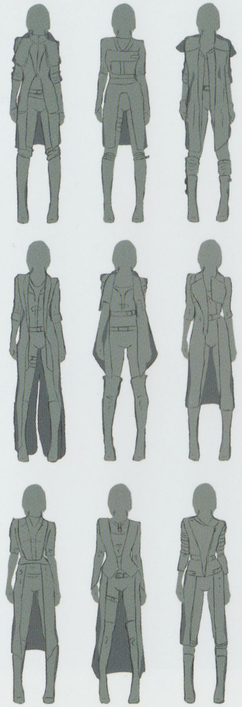
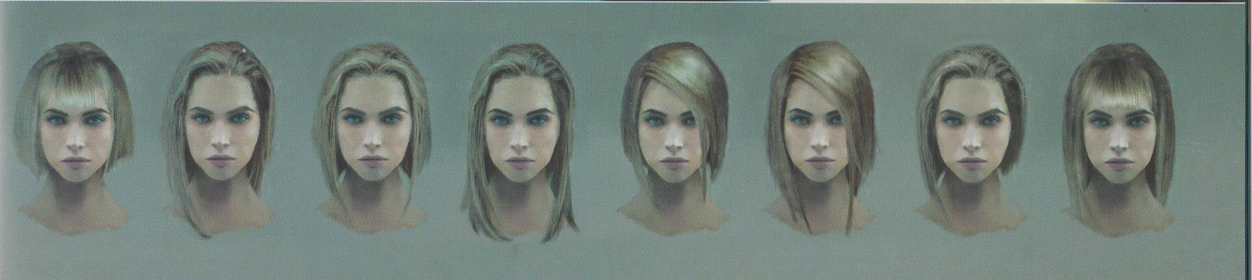
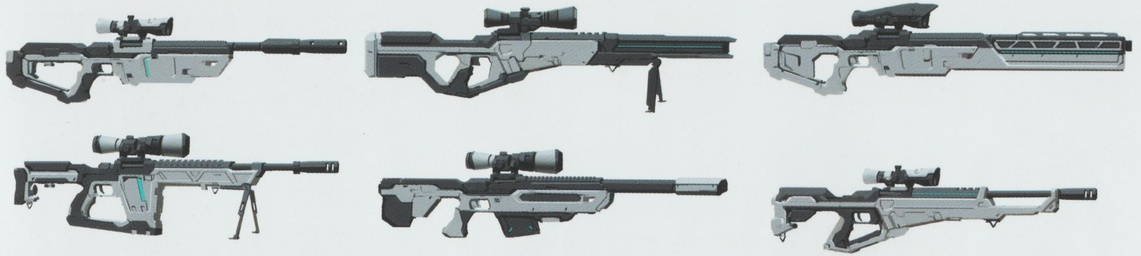
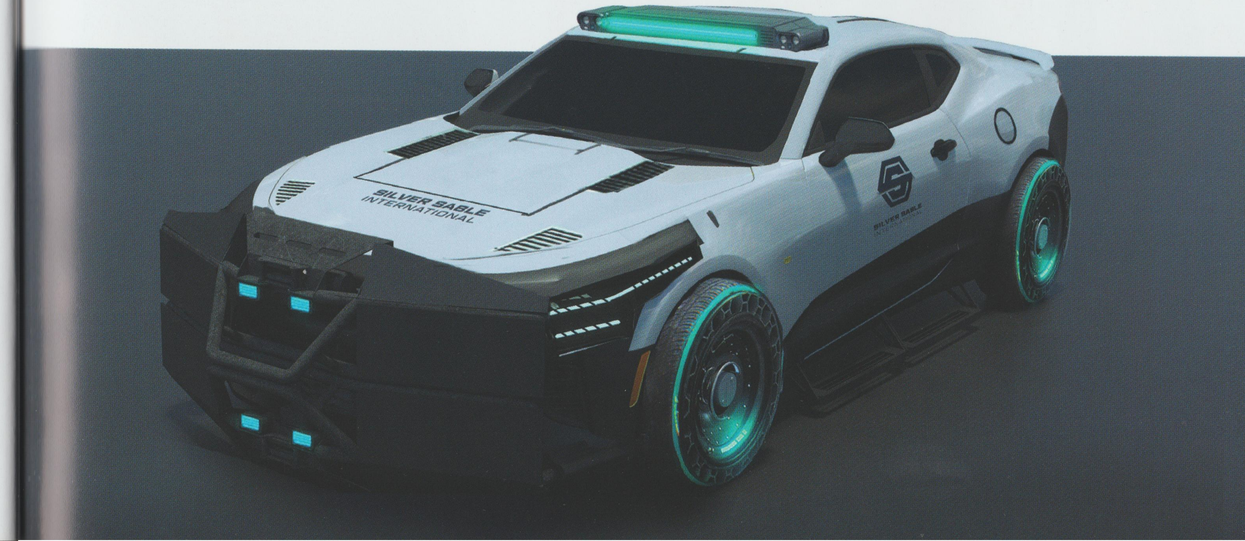
SILVER SABLE







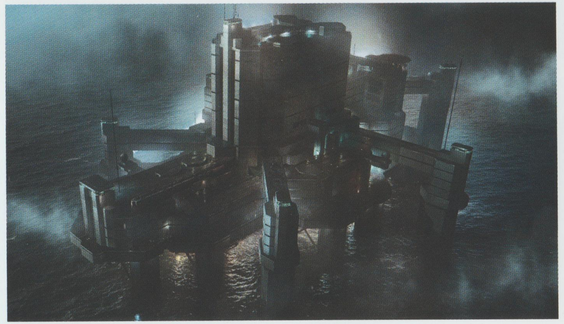

SILVER SABLE
INTERNATIONAL

TOMBSTONE

POLICE
POLICE

MISTER NEGATIVE

RAFT PRISON



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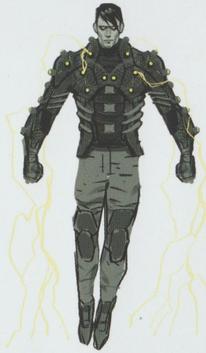

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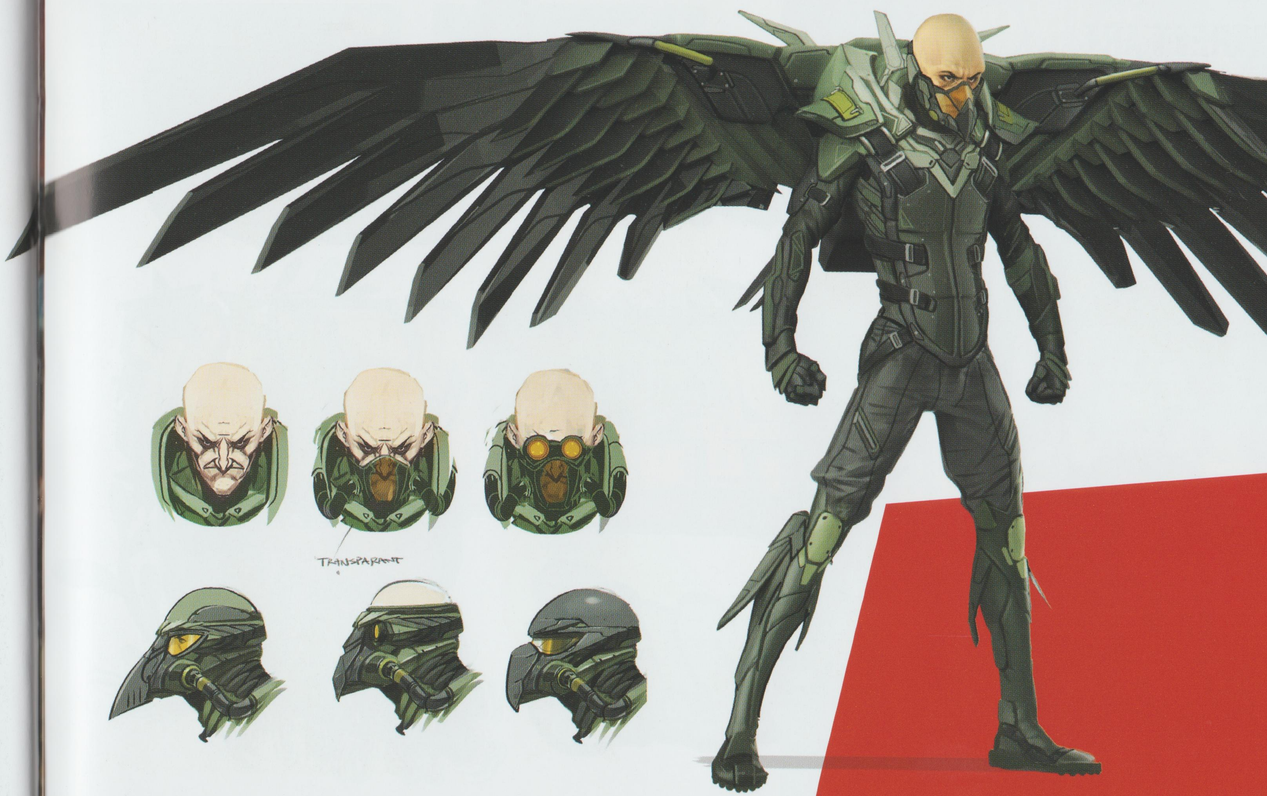
PART THREE: CITY OF WAR

DOCTOR OCTOPUS

RE-ELECT
MAYOR
OSBORN
RE-ELECT
MAYOR
OSBORN

VULTURE



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STREET ART

SCORPION

RHINO

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